Pool 3 Team Roster

Role	Responsibilities	Specific Additional Training Required?
Product Manager	Team leader. Had the authority and responsibility for completing the prototype on time. Accountable for the quality of the prototype. Maintained the product backlog. Ensured all team members were involved in the development process including the end users. Ensured compliance with project management processes and standards. Facilitated communication among all team members and management.	None
Technical Architect	Responsible for architecting the prototype. Responsible for working as part of a Scrum team to define the product and sprint backlogs, assisting team members as necessary to break down tasks into workable pieces, and freely and openly communicating with other team members and management.	None
Interaction Designer / User Researcher / Usability Tester	Responsible for working with the end users throughout the project to correct usability issues, conduct usability testing, and report results to the team. Elicits requirements from users and communicates them to the	None

	broader team. Develop easy-to-use UI prototypes based on user feedback.	
Visual Designer	Responsible for conducting design reviews with end users, incorporating their feedback into the design, and communicate necessary changes to the team. Create and maintain the Style Guide and ensure team adherence to these documents.	None
Frontend Web Developers	Responsible for all front end prototype development using modern standards which includes consuming a RESTful API, working in a Scrum team, using GitHub, working with open source solutions, and freely and openly communicating with other team members.	None
Backend Web Developer	Responsible for all backend prototype development using modern standards which included developing a RESTful API, working in a Scrum team, using GitHub and ElasticSearch, working with open source solutions, and freely and openly communicating with other team members.	None
DevOps Engineer	Architected the continuous integration and deployment. Responsible for deploying and configuring the prototype environment. Installed and managed open source monitoring tools. Utilized configuration management tools (Ansible) and containerization technologies (Docker).	None
End Users (i.e. People)	Provide feedback on the	None

	prototypes and working software with regard to usability and visual appeal.	